

# 2014

City of Wichita

Wichita Park and  
Recreation



## RULES AND REGULATIONS

The following shall be used as the official rulebook for the Wichita Premier Soccer League

# Rules and Regulations

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## I. GENERAL RULES AND REGULATIONS

### a. Seasonal Year

- i. The seasonal year will be from September 1 to August 31 of the following calendar year.
- ii. WPSL will operate Fall and Spring outdoor sessions within the seasonal year.

### b. Age Groups

- i. Age groups will be comprised of players who are, before the first day of August of the current seasonal year: Under 19 years, Under 18 years, Under 17 years, Under 16 years, Under 15 years, Under 14 years, Under 13 years, Under 12 years, Under 11 years, Under 10 years, Under 9 years, Under 8 years, Under 7 years, Under 6 years, Under 5 years.

1. Age groups of 8 years old or younger will be considered recreational; all age groups older than the “Under 8 years” will be considered competitive.

- ii. The League office reserves the right to split/combine leagues within a given age group into multiple divisions for scheduling purposes.

### c. Team Officials

- i. Team Officials are defined as coaches, assistant coaches, and trainers.

1. Every team is allowed no more than five (5) registered Team Officials
  - a. Only three (3) Team Officials are allowed on the sideline with the team during the game.
2. All Team Officials must have a USSF coach’s license before participating in their second (2<sup>nd</sup>) seasonal year of coaching within the WPSL.
3. Team Official must successfully pass a background check

### d. Code of Conduct for Team Officials

- i. Team Officials must:

1. Maintain integrity within the WPSL.
2. Be aware of and uphold all rules and policies set by clubs, the League, state and national associations.
3. Cooperate with officials, administrators, coaches and spectators to provide the participants with the maximum opportunity to develop their game.
4. Be a positive role model for players, parents, and spectators.
5. Display proper sportsmanship with opponents, referees, administrators and spectators.
6. Encourage moral and social responsibility.
7. Refrain from using alcohol and tobacco.
8. Keep up to date and continue to expand personal education in the sport.

- ii. In regards to player development, Team Officials must:

1. Strive to develop and grow player’s appreciation for the game.

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2. Teach players how to win and lose with dignity and display proper sportsmanship.
  3. Educate players to the technical, tactical, physical, and psychological demands of the game for their level.
  4. Be aware of rules and equipment changes according to the age group of their team.
  5. Allow players to experience all positions.
  6. Refrain from using negative language or criticism when educating players.
  7. Provide appropriate number of training sessions and games according to the player's stage of development.
  8. Help each player reach his or her full potential and prepare players to move on to the next stage of development.
- iii. In regards to the safety of everyone involved, Team Officials must:
1. Know and understand the FIFA "Laws of the Game"
  2. Be aware of and actively inspect each player's equipment as well as field conditions.
    - a. If a player's equipment does not comply with FIFA rules then that player is to be removed from the field of play to correct the equipment. The team will not be allowed to substitute a replacement player until the next opportunity. If the equipment has been corrected the referee may allow the player to return to the field of play without a stop in play. This player must be waved on by the center referee.
  3. Utilize proper instructions in regards to safe techniques and methods of play.
  4. Supervise and control players in order to avoid injury situations.
  5. Implement age appropriate training programs to assure proper match fitness both in practice and competitive matches.
  6. Illegal equipment shall not be worn by any player. Illegal equipment is defined as equipment that is, in the opinion of the referee, dangerous. Examples of illegal equipment are, but are not limited to:
    - a. Jewelry – earrings, necklaces, bracelets, watches, facial piercings, or rings.
      - i. Jewelry is allowed to be worn if and only if the jewelry is completely covered by tape. If the tape falls off or is lost in the run of play, that player must either remove the jewelry immediately, or leave the field of play to reapply tape. That player will not be allowed back onto the field of play until the next substitution opportunity.

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1. Medical bracelets or medals may be worn but must also be taped with only the required data visible.
    - b. Casts, splints, or body braces made of a hard substance such as plastic, plaster, or fiberglass.
      - i. These items may be worn if, and only if, they are covered completely by high-density, closed-cell polyurethane that is at least a ½ inch thick. Alternate materials of the same thickness will also be allowed in place of the polyurethane.
    - c. Shin guards which have exposed sharp edges.
    - d. Helmets, hats, and visors.
      - i. The goalkeeper may wear an approved head protector, without a bill. Must be approved by the referee.
      - ii. Field players may wear soft caps during inclement weather.
  7. Make sure all players are equipped with all required equipment.
    - a. Required equipment includes the following:
      - i. A numbered jersey.
      - ii. Shorts.
      - iii. Socks.
      - iv. Suitable shoes.
        1. All cleats and studs shall not be less than ½ inch in diameter or width, and they shall not project from the sole or heel of the shoe more than ¾ inch. Leather, rubber, nylon, or plastic cleats are legal. Any other material will be deemed illegal.
    - v. Shin guards (age appropriate size).
    - b. Any player with the presence of blood on his/her person or uniform is required to leave the field of play and may not return until the blood has been removed or the clothing has been replaced. Any player who leaves the field of play due to blood is not allowed back on the field until approved by the referee.
- II. OPERATIONAL RULES AND REGULATIONS
- a. Types of Teams
    - i. Teams made up of only female players are Girls Teams.
    - ii. All other teams are Boys Teams.
  - b. General Operations
    - i. Competitive Teams
      1. Player selection lies completely on the team officials.
      2. No geographic area restrictions in regards to the makeup of the team.

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3. Must follow all rules in place concerning recruiting.
  - a. “No coach, assistant coach, trainer, team representative, registered player, parent, or advertisement may offer any kind of inducement to recruit a player to play on their respective team. Forms of inducement include but are not limited to: free tee shirts, free uniforms, college scholarships, free or discounted travel costs, or professional coaching. This rule applies to verbal discussions, letters, brochures, and newspaper articles about a team’s accomplishments which mention a team’s tryouts or include a contact person or telephone number regarding tryout information; as well as radio and television advertisements.” Kansas Statute on Athletes; Chapter 44, Article 15.
  - b. A player may be removed from their team at the discretion of the League office.

## ii. Recreational Teams

1. Teams must accept assigned players from the League office if the team has openings on its roster.
2. The League office will assist individual players who sign up to play with forming teams and appointing Team Officials.
3. Recreational Team Officials are responsible for making sure all players are given the opportunity to play in each half of the game.

## III. Rules of Play

Please note: unless otherwise stated; the WPSL will be governed by the FIFA “Laws of the Game”

### a. General Rules of on-field game play

- i. There will be a 10-minute grace period; in which any team that is not ready to start the game will have the extra time to get ready. If, by the end of the grace period, the game is still not able to start, the referee will decide the outcome of the game with the field supervisor.
- ii. No person will be allowed to stand behind the goal lines.
- iii. Only 3 registered Team Officials are allowed to be on the sidelines with the team.
  1. All other Team Officials will be asked to sit with the fans.
- iv. Home team will always set up on the north side of the field.
- v. Away team will always set up on the south side of the field.
- vi. All players, coaches, and spectators will be expected to be 5 feet away from the touch line as to not obstruct the movement or line of sight of the referees.
- vii. As a show of good sportsmanship, all teams are expected to shake hands with the opposing team following the conclusion of the game.

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1. As teams are shaking hands, coaches are expected to meet with the referee and sign the game card.
- viii. Team Officials will be held responsible for the conduct of all players, coaches, and spectators.
- b. Suspensions
  - i. Any player issued a red card will be asked to leave the field of play; the player must remove his jersey and sit in the stands. If the player or anyone affiliated with the player continues to cause problems, they will be asked to leave the complex.
    1. The red carded player will be forced to sit out the remainder of that game as well as the next.
    2. A red card report is to be filled out by the referee.
  - ii. Any player issued five (5) yellow cards in a season will be forced to sit the following match after his fifth yellow card is issued.
- c. Substitutions
  - i. There will be no limit on the amount of substitutions per game.
    1. In the case of a goalkeeper substitution, the referee must be made aware of the change. If that player is to become a field player, his number must be made aware to the referee as well.
  - ii. Substitutions will only be granted by the center referee.
  - iii. Players waiting for referee's approval are expected to stand at the center line.
  - iv. Substitutions shall be granted by the referee at the following times:
    1. Goal Kicks
    2. Half Time
    3. After a goal
    4. After an injury stoppage.
      - a. The team may substitute their injured player; the opposing team is allowed one substitute at the same time.
  5. The referee will be granted authority to disallow any substitution deemed to be used as a time wasting tactic.
  6. If a player is shown a yellow card, that player **MUST** leave the field of play. The player may be substituted. The yellow carded player must not attempt to re-enter the game until the next appropriate substitution.
  7. Red carded players shall not be substituted.
  8. Substituted players will be expected to leave the field of play at the half line of their respective side of the field.
- d. Length of Games
  - i. Under 6 years – Two 16 minute halves.
  - ii. Under 8 years – Two 20 minute halves.
  - iii. Under 10 years – Two 25 minute halves.
  - iv. Under 12 years – Two 30 minute halves.

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- v. Under 14 years – Two 35 minute halves.
- vi. Under 19 years – two 40 minute halves.
- e. Mercy Rule – Any game that has a goal differential of 10 goals anytime after the completion of the first half will be considered a mercy rule victory for the leading team.
  - i. At the point where the mercy rule comes into effect, the referee will ask the losing team's Official if they want to finish the game – if it is decided that the game will be finished, the game will be recorded as it was when the mercy went into effect.
- f. Size of Ball
  - i. Under 8 years – Size 3.
  - ii. Under 12 years – Size 4.
  - iii. Under 19 years – Size 5.
- g. Number of Players
  - i. Under 6 years – 3 v 3 (no goalie).
  - ii. Under 8 years – 4 v 4 (no goalie).
  - iii. Under 10 years – 6 v 6.
  - iv. Under 12 years – 8 v 8.
  - v. Under 19 years – 11 v 11.
- h. Dimensions

Age Groups	Field Size	Goal Area	Penalty Area	Penalty Spot	Center Circle
Under 6 years	20 X 15 yds	N/A	3 yd arc	N/A	3 yd radius
Under 8 years	35 X 30 yds	N/A	3 yd arc	N/A	6 yd radius
Under 10 years	60 X 45 yds	6 X 6 yds	14 X 14 yds	9 yds	8 yd radius
Under 12 years	80 X 55 yds	6 X 6 yds	18 X 18 yds	10 yds	8 yd radius
Under 19 years	120 X 75 yds	6 X 6 yds	18 X 18 yds	12 yds	10 yd radius

- i. Goal Dimensions

Age Groups	Height	Width
Under 6 years	4.5 ft	9 ft
Under 8 years	6 ft	18 ft
Under 10 years	6 ft	18 ft
Under 12 years	6 ft	18 ft
Under 19 years	8 ft	24 ft

## IV. LEAGUE REGISTRATION

- a. All fees must be paid in full before a team can be placed on a schedule.
- b. Each registered team must have a representative present at a pre-season meeting scheduled yearly by the League office.

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- c. Team Officials must submit the following paperwork to the League office before the team may participate in any WPSL activity or game. All documents can be found on the league website at [wichita.gov](http://wichita.gov).
  - i. Player Membership form.
  - ii. Team Official Membership form.
  - iii. Proof of age;
    - 1. Birth Certificate, PIF, State Issued I.D., State Issued D.L., Passport.
  - iv. Official Roster Sheet.
  - v. Contact Information Sheet.
  - vi. Schedule Conflict Form.
- d. All competitive teams will be required to obtain player passes for each player on their roster.
  - i. Player passes are required to have legal name, birth date, team affiliation, and up to date color photo.
- e. All registered Team Officials will be required to obtain coaches cards.
  - i. Coach's cards will be issued by the League Office upon completion of the background check.
- f. Any player that has signed a registration form for a specific team is a part of that team and that team only for the entire seasonal year.

### V. ROSTERS

- a. Roster Limits
  - i. Under 5/6 – 6 players.
  - ii. Under 7/8 – 8 players.
  - iii. Under 9/10 – 11 players.
  - iv. Under 11/12 – 13 players.
  - v. Under 13/14 – 18 players.
  - vi. Under 15/19 – 22 players.
    - 1. The WPSL will be open to players as young as 4 (if they turn 5 during the upcoming seasonal year) but must not reach the age of 20 before the end of the current seasonal year.
- b. Both competitive and recreational teams may add players throughout the seasonal year providing they are not already affiliated with another team within the WPSL.
- c. Competitive teams that are affiliated with a club may move individual players to another team within that same club provided that the League office is notified and official rosters can be updated
  - i. Team roster limits and age restrictions will still apply to players moving within a club (players can be moved up an age group but will not be allowed to be moved down).
- d. Players can be moved from one team to another within one seasonal year if and only if the proper paperwork has been completely filled out and submitted to the League office



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- e. All players will be considered free agents at the start of the 3<sup>rd</sup> week in June and will not be bound to any team until after the free agent period ends. The free agent period will end at the start of the 3<sup>rd</sup> week in July.
  - i. Players will continue to be considered free agents after the end of the free agent period until they have been officially rostered on a team for the upcoming seasonal year.
  - ii. Teams cannot attempt to roster players until after the free agent period has ended.
- f. "From the first Tuesday following Labor Day through the last Friday preceding Memorial Day, no more than six (6) players (excluding seniors) from the same school may practice or participate together on the same outside team. Participation by more than six (6) squad members shall make them ineligible for the remainder of the school year and any further middle/junior or senior high school, unless reinstated by the KSHSAA Executive Board." Kansas State High School Athletic Association (KSHSAA) General Soccer Regulations.

## VI. UNIFORMS

- a. All competitive players must be in "proper" uniform to participate in a game. This means the team must be in matching jerseys, shorts, and socks. Each jersey must have a number on the back and numbers may not be duplicated.
- b. Recreational players must have matching jerseys with numbers on the back. Numbers may not be duplicated. Recreational player jerseys will be supplied by the League office upon receipt of all fees.
- c. The WPSL will discontinue uniform orders after the 1<sup>st</sup> weekend of each season.
- d. If both teams arrive wearing the same color jerseys, the home team will be responsible for changing jerseys. Both home and away teams should bring proper alternate jerseys.

## VII. SCHEDULING

- a. A completed schedule will be released within 12 business days of the registration deadline for all age groups.
- b. Each team will be guaranteed 8 league games.
- c. In case of inclement weather, the League office will be the only party allowed to officially cancel or postpone games. All weather related news will be expressed through the rainout hotline – 316-219-9777.
  - i. If the weather is questionable, it is the responsibility of the teams to call the rainout hotline to check the status of league games.
- d. In the case of inclement weather after a game has already begun; if the game has reached half-time before the weather is deemed inclement, then the game will be considered complete and the score will stand.
  - i. Any game that hasn't yet reached half-time will be rescheduled and will be completely restarted.
- e. According to FIFA the following numbers have to be met to field a team:
  - i. Under 13 years and older – minimum of 7 players.

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- ii. Under 11/12 years – minimum of 5 players.
- iii. Under 9/10 years – minimum of 4 players.
- iv. Under 7/8 years – minimum of 3 players.
- v. Under 5/6 years – minimum of 2 players.
  - 1. If a team is not able to field the minimum number of players that team will be forced to forfeit the game.
  - 2. Forfeited games will be recorded as a 3-0 loss for the team that forfeited
    - a. Teams that forfeit will be charged a \$25.00 fee which is to be paid to the League office before their next scheduled game.

## VIII. GAME/LINEUP CARDS AND PLAYER PASSES

- a. All players expecting to play must have a player pass present for the field official to check in.
- b. Lineup Cards are to be filled out prior to the start of the game and must be turned into the center referee by both the home and away teams.
  - i. Lineup cards will need to have the full name and jersey number of all players who are playing in that game – if a player is listed on the lineup card, he will be considered to have played.
- c. The referee will be responsible for the official game card – this card will be the official game result document.
  - i. The game card is to be signed by a Team Official from both teams directly following the conclusion of the game.
  - ii. Game cards will be the official record of goals scored, cards given, and all in-game incidents.

## IX. STANDINGS

- a. Standings will be compiled and updated on a weekly basis.
  - i. Standings can be found on the [wichita.gov](http://wichita.gov) website.
- b. Standings will be determined based on a point system:
  - i. 3 points for a win.
  - ii. 1 point for a draw.
  - iii. 0 points for a loss.
- c. At the end of the season, if there is a tie for league standing the following tie-breakers will be used in the following order:
  - i. Head to head.
  - ii. Goal differential from all league games.
  - iii. Goals allowed in all league games.
  - iv. Goals scored in all league games.
- d. If the teams are still tied after all tie breakers have been applied, teams will be joint winners of that standing.

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## X. LEAGUE FEES

- a. Please note: All Team Officials will have to pay for their background check – fees for background checks are not included in the team fees.
- b. Team Registration fees:
  - i. Under 5/6 years - \$50/player (includes jersey).
  - ii. Under 7/8 years - \$55/player (includes jersey).
  - iii. Under 9/10 years - \$250/team.
  - iv. Under 11/12 years - \$350/team.
  - v. Under 13/14 years - \$400/team.
  - vi. Under 15/16 years - \$450/team.
  - vii. Under 17/18/19 years - \$500/team.
- c. Late fees:
  - i. In the rare event that the League office is able to accept registrations after the deadline, the following late fees will be applied:
    - 1. \$25.00/team
    - 2. \$5.00/individual
- d. Insufficient funds
  - i. If a check is returned due to insufficient funds the team will be charged a \$30.00 fee.
    - 1. The team will not be allowed to participate in any further games until all fees have been paid in full.

## XI. PROTESTS AND APPEALS

- a. The WPSL will not entertain protests or appeals concerning judgment calls made by the referee, all referee decisions will be upheld by the League office.
- b. The League office will entertain protests concerning field conditions, player eligibility, technical rule violations, and/or disciplinary actions.
- c. All protests and appeals must be filed with the field supervisor the same day of the game.
  - i. The field supervisor will have a form to be filled out in its entirety and must be accompanied by payment of the \$50.00 protest fee.
    - 1. Should the protest or appeal be upheld, the fee will be refunded.
- d. A formal protest, once turned into the League office, will not be withdrawn

## XII. REFRESHMENTS

- a. All teams are responsible for their own refreshments during the games